

RoomInstance

```
graph BT; BossRoom --> RoomInstance; StartingRoom --> RoomInstance; TreasureRoom --> RoomInstance;
```

The diagram illustrates a class hierarchy. At the top is a box labeled 'RoomInstance'. Below it, three boxes labeled 'BossRoom', 'StartingRoom', and 'TreasureRoom' are arranged horizontally. A horizontal line connects the top of these three boxes, and a vertical line with an upward-pointing arrow connects the center of this horizontal line to the bottom of the 'RoomInstance' box, indicating that 'RoomInstance' is the superclass for the other three.

BossRoom

StartingRoom

TreasureRoom